

N I N T E N D O[®]

POWER FLASH[™]

W I N T E R 1 9 9 0

What's HOT this Christmas!

Everywhere you look, Nintendo is sizzling, but here are some items of special note...

POWER GLOVE[™]

Perhaps the most eagerly awaited controller ever, Mattel's new Power Glove takes you into the next dimension with special 3D sensors and a programmable keypad.

Now your whole arm is a power source, slicing through the air, controlling the action on-screen with pinpoint precision.

If you thought the NES was powerful before, wait till you experience the Power Glove – it'll knock your socks off!



DRAGON WARRIOR[™]

This is the R.P.G. – the Role Playing Game – that took Japan by storm.

Dragon Warrior tests your ability to map out strategy, search out hidden items and make decisions in the heat of battle.

As you wander through the mystical land of Alefgard acquiring new weapons, armour and magic spells, your power increases until you're ready to face the ultimate test, the dreaded Dragon Lord.

Dragon Warrior. It's the challenge you've been waiting for!

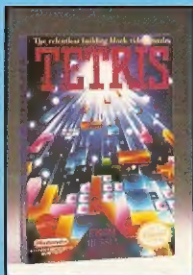


TETRIS[™]

Here's one of the freshest, most original concepts in video gaming to come along in years. No monsters, no spells, no treasures. Just hour after hour of heart-pounding, mind-boggling fun and excitement.

In Tetris everything depends on a cool head and split-second timing. The longer you keep completing the lines, the faster the action gets and the higher your score.

Test your skill solo or take on a friend. The game to beat this Christmas is Tetris!



P R E E S E N T I N G CANADA'S NINTENDO CHAMPION

The day: Saturday, October 7th. The place: MuchMusic's Toronto studios. The prize: the Nintendo Challenge Championship!

Representing each of the country's regions, ten players put their skill to the test on Super Mario Brothers, Rad Racer, To The Earth, Cobra Triangle and more. If you were watching, you also saw the Power Pad



and the all-new, totally rad Power Glove in action. And, when the smoke cleared, we had ourselves a winner, 14 year-old Huy Luong of Toronto.

Thanks to Hostess Frito-Lay, Pepsi Cola and MuchMusic for making this a summer to remember. And congratulations to Huy Luong – Canada's own Nintendo Challenge Champion.

IN THIS ISSUE

- Dragon Warrior
- Faxanadu^{™4}
- Cobra Triangle^{™2}
- "Who is this Guy" winners
- Member's Forum
- Mailbag and more!

From the top

The name of the game is going strong.

Hello again, and welcome to the new Power Flash.

By now you've had a chance to subscribe to Nintendo's exclusive **Nintendo Power™** magazine. And you've probably noticed the Power Flash has changed. But not as much as you might think.

We're going to focus in on Canadian news, Canadian club member views and the games that are really popular in Canada. All our departments are still with us.



Member's Forum, Mailbag, Pro's Corner and the Top 10 Games are still going strong. And we still need your input to keep it that way. Plus, the Power Flash is still your best source of Canadian news on events like the **Nintendo Challenge**.

So stay tuned to the Power Flash and help us keep the Power Club going strong. 'Nuff said.

Guy Martin
Guy Martin
Editor-in-Chief

PRO'S CORNER

DRAGON WARRIOR™

Seeking the Stones of Sunlight.

To build the Rainbow Bridge, you'll have to find, amongst other things, the Stones of Sunlight. Easier said than done.

You'll find a clue that says the Stones are in the castle cellar. You'd expect the cellar to be inside the castle walls. But, in fact, the cellar is outside the castle walls. It's up to you to find and enter it without finding yourself back in the overworld.

(Hint: go south from the Key Shop, past the water. Then use the Magic Key to get into the cellar and add the Stones of Sunlight to your inventory.)

Faxanadu

Battling the Basher.

We call this villain the Basher because if he lands on your head he'll bash you into the ground before you can say "Elf town of Eolis".

Hide in some nook (or cranny) where he can't get over you. Then, as he bounds into the air, jump up to meet him, smack him a couple of times in the snout with your trusty sword and retreat very fast.

Fortunately, like most of the Evil One's creations, the Basher isn't too smart. A few tilts and all that's left of him is a handful of coins which you can scoop up and use towards your next purchase.



COBRA TRIANGLE™



Save the swimmers and yourself.

One of the hardest stages in Cobra Triangle is the one where you have to rescue the stranded swimmers from your enemies before you run out of time.

The secret here is if you get in trouble near the end, before the timer runs out, grab one of the swimmers and sail in circles, avoiding the enemy, until the time runs out. That way you can pass on to the next stage.



FAVORITE
GAMES

TITLE

1. Super Mario Bros. 2
2. Zelda II - The Adventure of Link
3. The Legend of Zelda
4. Mike Tyson's Punch-Out
5. Contra™
6. Super Mario Bros.®
7. Blades of Steel™
8. Double Dragon™
9. Teenage Mutant Ninja Turtles
10. Ice Hockey

Based on votes received by readers.

Points system: A 1st choice vote counts for 5 points, 2nd choice 3 points, 3rd choice 2 points and 4th choice 1 point.



Member's Forum

POWER SOURCE!



See this sign? Look for it when you buy Nintendo products.

Only an Authorized Nintendo Dealer can ensure that your warranty will be honoured by Mattel and that your NES

will be serviced by Mattel's specially-trained technicians.

So tell your friends, tell your parents, tell the world. Shop where the real power is... your Authorized Nintendo Dealer!

ZELDA II THE ADVENTURE OF LINK

by Andrew Cogan, Ottawa, Ontario

I've finally finished *Zelda II - The Adventure of Link*, and I think you guys outdid yourselves on this one. It took me a while to get the knack of it (not to mention finish it). But I know lots of guys are really stumped, so I have some hints:

Heart Containers: 1) In a clearing southeast of the first palace. 2) In a cave near the first roadblock. 3) In the water north of the fifth palace. 4) In the coastal desert east of triple-eye rock (and the sixth palace).

Magic Containers: 1) In a cave south of the north castle. 2) Under the rock in Death Mountain. 3) In the maze near the fourth palace. 4) In the hidden town of Kasuto.

Down thrust: In the church in Mido. Use your jump spell.

Up thrust: In the town of Darunia. Go down the chimney of the house with the locked door.

	POINTS
ure of Link®	1,570
	1,146
	858
ut!!®	769
	758
	706
	701
	655
a Turtles®	543
	487

Over 1000 points!

1st choice scores 4 points, 2nd choice
3rd choice 3 points, 4th choice 2 points,
5th choice 1 point.



Here's a twist. A Sneak Peek of a movie!

The Wizard is about a 13 year-old boy helping his

brother get to the world's biggest video game championship. You'll

see some of your favourite Nintendo games on the big

screen, plus a dynamite demonstration of the new Power Glove and a Sneak Peek at Super Mario Bros. 3!

THE WIZARD

The Wizard, starring TV's Fred Savage, is coming to a theatre near

you December 15th. Be watching for it!

Who is this Guy, anyway?

Well, over 200 Nintendo fans sent us their impression of Guy Martin, and what a wild bunch they are.

Guy himself looked at them, and saw a little of himself in every one. You can see the overall winner next to Guy's byline in this issue's From The Top. But despair not. We'll be running some of our other favourites in that same spot in upcoming issues.

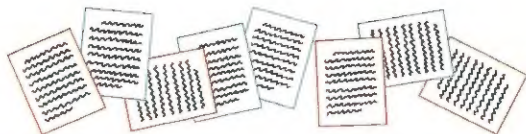
As always, congrats and thanks to everyone who entered. Your imagination and enthusiasm powers the Power Club. Don't let up.

THE BULLETIN BOARD

The Nintendo Hotline (game tips) - Open Monday to Friday, 8 a.m. to 8 p.m. Eastern Time; Saturday, 10 a.m. to 6 p.m. - Call (416) 253-PLAY (long distance charges apply).

For equipment problems - Call collect (416) 252-GAME.

MAIL BAG



Dear Nintendo,

I think that the NES is the best video system ever created! One of my friends had a Nintendo, so when I went over to his house we would sit there all afternoon playing Nintendo. When I asked my parents to buy me one, they said no, because it was too expensive to be a gift. Finally, I was offered a job delivering letters. There were one thousand letters to deliver, but I was being paid \$100. I had fifty dollars saved, so I bought an NES. I encourage others to buy their own NES because you will feel really good about yourself. Signing off.

Jose Laurence (Nintendo's biggest fan)
Edmonton, Alberta

As they say, Jose, the best rewards are the ones you earn. And you certainly earned your Nintendo. Thanks for writing.

Dear Power Club,

I have started a Nintendo club and it is called "Club NES." We come to the meetings and play Nintendo. We take turns having the meetings each week and we have a president, vice-president and secretary who the members elect. We have popcorn and share tips on games. Members bring their games and they get to borrow games. Thanks to Nintendo I have my own club!

Aaron Curtis, P.E.I.

Glad to hear the club idea is working for you, Aaron. Some time in the next few issues we'll run a listing of all the Power Club chapters we've been hearing from across Canada. It's a tidal wave of Nintendo power.

Dear Nintendo,

For my birthday I got the NES Advantage. I didn't think it would improve the game so much. I thought the slow motion would make it hard to control your man. I was wrong. On Gradius I could only make it to the 3rd level. Then I got the NES Advantage. I used the slow motion and I made it to the last level.

Kori Osborne, Sudbury, Ontario

PS. The Turbo on the Advantage helps a lot too.

We've been saying good things about the NES Advantage for a while now. Glad to hear you agree, Kori.

ANOTHER SHOT AT NINTENDO POWER!

In case you've been vacationing on Alpha Centauri, here's the deal of the decade, one more time.

Right now you can subscribe to **Nintendo Power** magazine — 100 pages of vivid action, colour and game tips winging your way every two months — for just \$21 a year. That's six blockbuster issues for \$21. You won't find **Nintendo Power** on any newsstand. It's only avail-

able by subscription.

To subscribe toll-free by credit card, call 1-800-255-3700. The lines are open from 7 a.m. to 1 a.m. Eastern Standard Time, Monday through Saturday. (The Nintendo representative will need to talk to the person whose name is on the card.)

Get set to blast your video scores into hyperspace — with **Nintendo Power!**

THE LAST WORD

As we lower the curtain on another Power Flash, a quick reminder to keep those cards, letters, tips, tricks and favourite game lists coming. Send them all to P.O. Box 902, Station U, Toronto, Ontario M8Z 5R5. So till next time, sayonara.



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from years gone by before they are lost forever.*

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Thank You and ENJOY!

